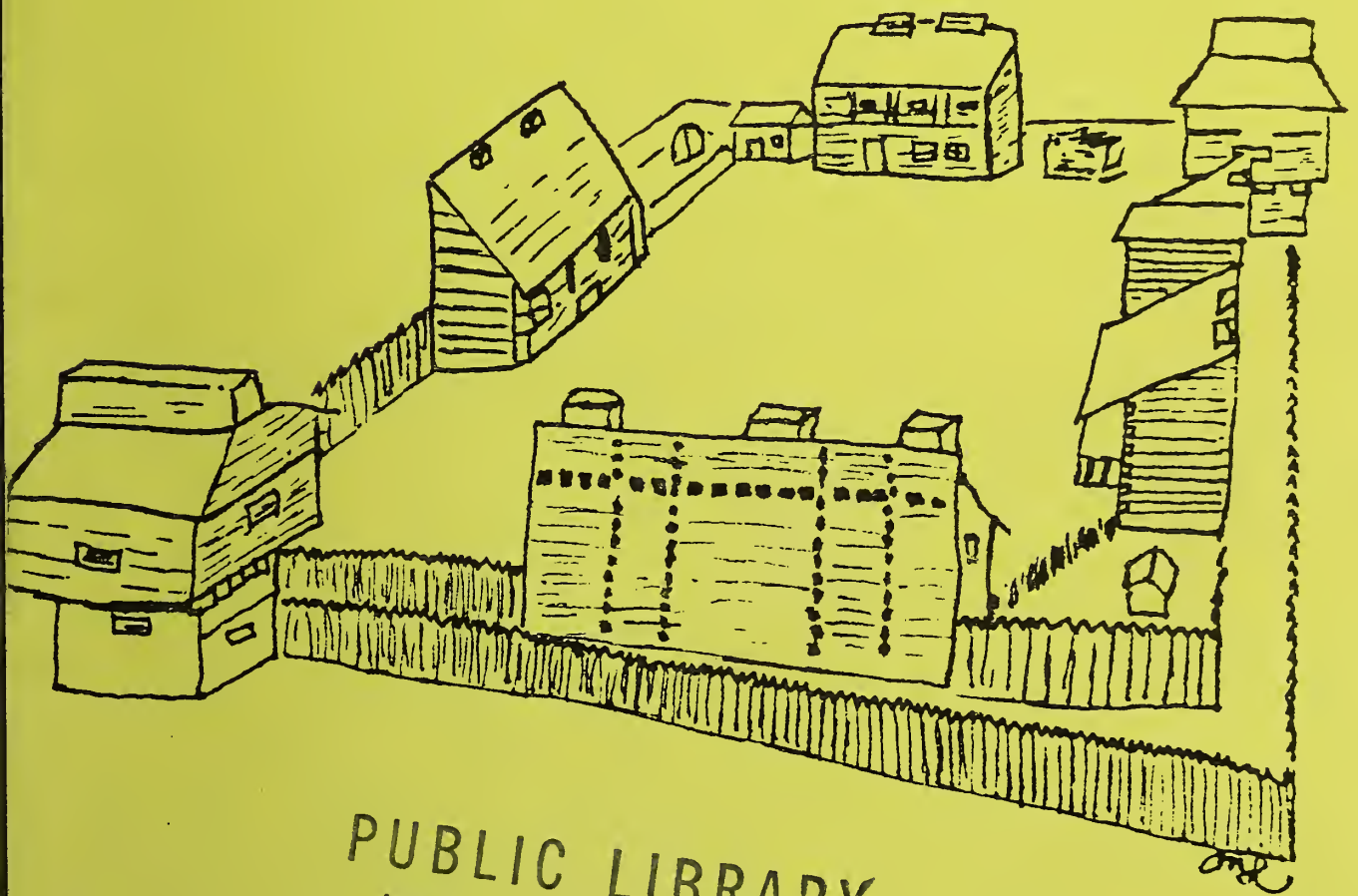


Clipping File: Indiana History

ACE'S GUIDE to HISTORIC FORT WAYNE



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PREPARED BY: RUSS VOORHEES
BETH SHEETS

CONSULTANT: BRIAN DUNNIGAN

INFORMATION NEEDED TO VISIT THE FORT

PHONE NUMBER: 743-4555

ADDRESS: 107 South Clinton, Fort Wayne,
Indiana, 46802

PARKING FACILITIES: There is a large parking lot located on Barr Street, across the street from the Gas House lot.

Current prices are higher
PRICES: ~~Fifty~~ cents for students and adults.
Family passes may be used on group trips.

HOURS: 9:00 to 5:00 daily, from mid-April to October 31st.

A packet is sent to all teachers making reservations for trips. This packet includes a confirmation of the trip, suggestions for procedure during the trip, and a history of the fort.

THE DESIGN AND CONSTRUCTION OF FORT WAYNE 1816

The fort was constructed by Major John Whistler and was the last of three American forts to stand at the junction of the St. Mary's, St. Joseph and Maumee Rivers. It was to provide defense against Indians, and could be manned and defended by a relatively small number of soldiers.

Whistler's fort was the third of three forts to be in this area. It may be claimed that this last fort was the best purely wooden fort ever built in North America.

It required about half a year to construct the fort, taking from the fall of 1815 to June of 1816. It was used as a military post until the spring of 1819 and served the Indian agency until 1828. Most of the buildings were torn down during construction of the canal in the 1830's, but the southern 2/3rds of the officers' quarters was not destroyed until 1852.

Design

The fort was designed in a square with blockhouses at two corners. The outer walls of these buildings form part of the defensive wall of this fort and the only openings are

loopholes on the third floor. There is only one main gate.

The spaces between the four main buildings are filled with a twelve-foot high verticle stockade. All four sides of these logs were made flat to allow them to fit tightly together and to eliminate any foothold on the wall itself. There is a small gate in the stockade to all accesses of the river. The overhanging second floor of each blockhouse allowed the soldiers to fire their guns down on anyone who was taking protection against the outer walls.

Major Whistler added a number of his own innovations:

1. Shed roofs: The roof of each of the four main buildings slopes only toward the parade ground. This kept the Indians from shooting burning arrows onto the dry shingles.

2. Cubiles: Due to the position of the blockhouses, shed roofs could not be successfully used on these buildings. Boxes made of plank and called cubiles by Whistler were constructed on top of each blockhouse. Soldiers could put out any fires started by arrows.

3. Gutter: The Major installed a gutter

around the perimeter of the parade ground to carry rainwater to the river.

4. Galleries: Because the rooms were small Whistler designed porches called galleries on the second floor of each of the four main buildings..

CONSTRUCTION

On all log buildings the construction was basically the same. A corner notch known as "steepplenotch" or "Pennsylvania keyed" was the manner of putting logs together.

The fort was constructed mostly of oak which grew locally, with most of the wood being hauled a distance of about three miles. This was accomplished with the use of oxen and horses.

Each round log was then hewed flat on two sides which became the top and bottom with the sides left round. Corner notches were cut with an axe. Because of the natural waver in oak, this left space between the logs which was "chinked".

Chinking involved two separate processes. First the gaps were crammed with stones, pieces of wood, bricks or other trash to fill them in as much as possible. Then a chinking compound was applied which sealed these gaps.

This could have been mud with a straw binder or brick mortar. At Fort Wayne, the latter material was probably used.

Planks for doors and floors were ripped out with two-man saws. Bricks and ironwork were made on the site or salvaged from the old fort. Glass, nails and raw iron was imported from the east. Shingles were split from native hardwood..

INTERESTING FACTS

The procedure for musket loading and cannon firing was long and involved. It was accomplished through verbal commands. It might be interesting to note these commands.

TWELVE COMMANDS FOR MUSKET LOADING

1. Load by twelve commands - LOAD
2. Open - PAN
3. handle - CARTRIDGE
4. Tear - CARTRIDGE
5. PRIME
6. Shut - PAN
7. Shut - PAN
8. Charge - CARTRIDGE
9. Draw - CARTRIDGE
10. Ram - CARTRIDGE
11. Return - RAMROD
12. Shoulder - ARMS

READY, AIM, FIRE

(after firing)

1. RECOVER ARMS
2. HALF COCK FIRELOCK
3. ORDER ARMS
4. SPRING RAM RODS
5. SHOULDER ARMS

CANNON FIRING

1. Gunners and metrosses to your post. MARCH.
2. FRONT
3. TAKE UP IMPLEMENTS
4. TO ACTION
5. TO VENT - Sponge, Ram, Pick, Prime
6. ALL CLEAR
7. FIRE

SOME WORDS FOUND IN WEBSTER'S DICTIONARY OF 1806

Note-The vocabulary in 1816 was very different from that used today. Such words as "cool" or "O.K." were not used or even known by people living in the fort. Below is a listing of some of the words you might hear when you visit the fort.

CHIT - a baby, child or sprout of plant

URCHIN - a hedgehog, brat, child in anger

DAMSEL - a young maiden or girl, a country lass

ROMP - a rude and awkward girl, boisterous play

BAMBOOZLE - to trick, a low word

YUX - to hickup, sob, sigh

ZANY - a buffoon, a silly or noisy fellow

HOBBYHORSE - stupid or dull person, a small horse or plaything

WRETCH - a miserable or worthless person

MALINGERER - one who fakes illness to avoid work

BUMPKIN - a very awkward person, clown, lout

SCULLION - a cook's servant, a low, mean drudge

VICTUALS - provisions, food, meat

HUSSY - a sorry bad woman, wench

RUFFIAN - a brutal fellow, robber, murderer

HASTY PUDDING - milk and flour boiled together

HATCHETFACE - an ugly or very ill-formed face

FRITTER - a kind of pancake, or small pieces

GRIPES - the bellyache

MEDICINE

Below are some of the articles actually kept in the fort and found there.

Fifty herbs for diseases

One set trepaning instruments (round saw for opening the skull in brain surgery)

Four thumb lancets (for drawing blood)

One set amputating instruments (meat saws)

Two tooth drawers (hook for pulling teeth)

One apothecary scale

One spring lancet (for drawing blood)

Three large pewter syringes (8" to 10" long - used for enemas)

Fifteen small pewter and ivory syringes (possibly used for medicine giving)

One pocket trepaning instrument (saw)

One flexible catheter

Two tourniquets

One marble mortar and pestle (used to grind medicine)

Two boxes splints for fractures

Purgatives or purges (laxative or something to make one vomit)

"MESSING"

from the 1821 Army Regulations by Winfield Scott

Bread and soup are the great items of a soldier's diet in every situation: to make them well is, therefore, an essential part of his instruction.. Those great scourges of a camp life, the scurvy and diarrhea, more frequently result from a want of skill in cooking, than from the badness of the ration, or from any other cause . . .

The troops ought not be allowed to eat soft bread, fresh from the oven, without first toasting it.. This process renders it nearly as wholesome and nutritious as stale bread.

Fresh meat ought not to be cooked before it has had time to bleed and to cool; and meats will generally be boiled with a view to soup: sometimes roasted or baked, but never fried.

Fresh meat issued to the soldiers in advance, in hot weather, may be preserved by half boiling it; or, if there be not time for that operation, the meat may be kept some twenty-four hours, by previously exposing it for a few minutes to a very thick smoke.

The choice of water for bread, soup, or for boiling vegetables is essential.. As far as practicable, limpid water, (i.e., clear) without scent or peculiar taste, and which dissolves soap freely, only will be used. River or rain water is preferable to that of springs, wells or ponds. Hard or dry vegetables, as pulse (peas, bean seeds, etc.), rice, and the like, cannot be well cooked in water that rests on, or passes over, calcareous earth.

Vinegar, particularly in hot weather, is essential to the soldier's mess. Great care will be taken to procure that which is of a good quality; and the surgeons will frequently be consulted on the subject of this article, as on every other interesting to the health of the troops.

ACTIVITIES

The following are some activities which you might find interesting to correlate with your trip to the fort.

A. Plant a garden similar to that found at the fort. These are some of the items found there which you could grow in your room.

Onions	Lettuce	Cucumber
Radishes	Peas	Asparagus
Turnips	Beans	Watermelon
Parsnips	Green Beans	Corn
Carrots	Yellow Beans	Sage
Beets	Squash	Marigold
Cabbage	Mellon	Ginseng
Sassaparilla		Chicory

Note: The tomato was not eaten at that time. It was considered poisonous.

B. Create some of the recipes used at the Fort. Following are four of the most common recipes of the time.

CHICORY COFFEE

1. Pull the blue-flowered plant (after or during rain so roots come up more easily)
2. Cut off roots, scrub while still dirt-damp.

3. Tie in bunches and hang to dry.
4. Place in cloth bag and drop in boiling water for coffee.

CORN BREAD (for 32 people)

- 8 tbsp. solid shortening
- 6 tbsp. sugar
- 4 eggs
- 1 cup flour
- 8 tsp. baking powder
- 1 tsp. salt
- 2 cups milk
- 3 cups corn meal

Mix and put in greased pan. Bake at 375 for about 30 minutes.

Syrup: Brown sugar and water. Use only enough water to moisten sugar. Bring to a boil and spoon over corn bread.

Butter: Use a daisy churn if you have one. The dairy council will supply this if you attend one of their workshops. If not, shake cream in a jar until it becomes butter. Pour off milk and salt the butter. Whipping cream yields the greatest amount of butter.

BEEF STEW (Daily meal at the Fort)

1. Use 5 pints of water to one pound of meat

2. Quick heat to boil fast in kettle.
3. Skim off foam and cook in moderate fire.
4. Salt to taste
5. Add vegetables of season after 1 or 2 hours. (carrots, corn, squash, potatoes, onions)
6. Sliced bread added few minutes before simmering is ended.
7. After 5 or 6 hours cooking is complete when broth has been reduced.

CRANBERRY TARTS

- 1/2 bag cranberries (washed and sorted)
- 1 cup brown sugar
- 1 tsp. cinnamon
- 1/2 tsp. nutmeg

Cook in 1 cup water, stir, being careful to avoid sticking and scorching. When it gets thick -- 5-10 minutes and berries have popped, it is done.

Crust

- 2/3 cup shortening

Mix:

- 1 tsp. salt
- 2 cups flour

Cut flour in shortening with two knives. Add 4-5 Tbsp. cold water after mixed. Fluff

water drops in with a fork. Press gently into tart (cup) shapes and roll out. Bake over fire or in 350 oven until done.

C. CANDLE MAKING

Candle dipping was a necessity for the people at the fort. Below are directions for this project.

1. Heat wax in double cans. (Example: Use a small coffee can in a larger can. This acts as a double boiler.)
2. Use moderate heat since wax is highly volatile.
3. Have parents help with this project, since it is dangerous.
4. Put newspapers on floor, or use a large painter's dropcloth.
5. Buy a block of wax (paraffin) and wicks which have wire in the middle.
6. Be sure wire wick is straight when students are dipping. Smooth with fingers the first four or five times.
7. Two candles may be made at one time with the wick draped over a paint stick or ruler.
8. Have a second burner going with wax melting in it so the first dipping can always be full.
9. Begin melting the wax at least one hour ahead of the time it is to be used.

10. Leave two inches of wick beyond the length of the candle.
11. When cool and a satisfactory size, the candle bottom should be cut off flat.
12. Tie knots in the end of the wick if not using wire wick.
13. Let the candle cool for a few seconds between dippings, and dip quickly to build up the layers.
14. It might be advisable to let ten to twelve children line up to dip. If a circle is formed each child's candle will be cooled by the time he returns for the next dip.
15. Let the candles age for about two weeks. They may be cooled in a refrigerator when finished.
16. Color can be added to the wax by using pieces of crayon.
17. Fancy candles can be made by twisting the candle when it is still thin.

D. MUSIC

Music is always an integral part of any unit. Below is a sample of a song of the times. This one is taken from the Laura Ingalls Wilder Songbook.

UNCLE JOHN

This is sung to the tune of Yankee Doodle.

1.

Uncle John is sick abed,
What shall we send him?
A piece of pie, a piece of cake,
A piece of apple dumpling.

What shall we send it in?
In a piece of paper.
Paper is not fine enough
In a golden saucer.

2.

Repeat Uncle John

Who shall we send it by?
By the governor's daughter.
Take her by the lily white hand,
And lead her o'er the water.

3..

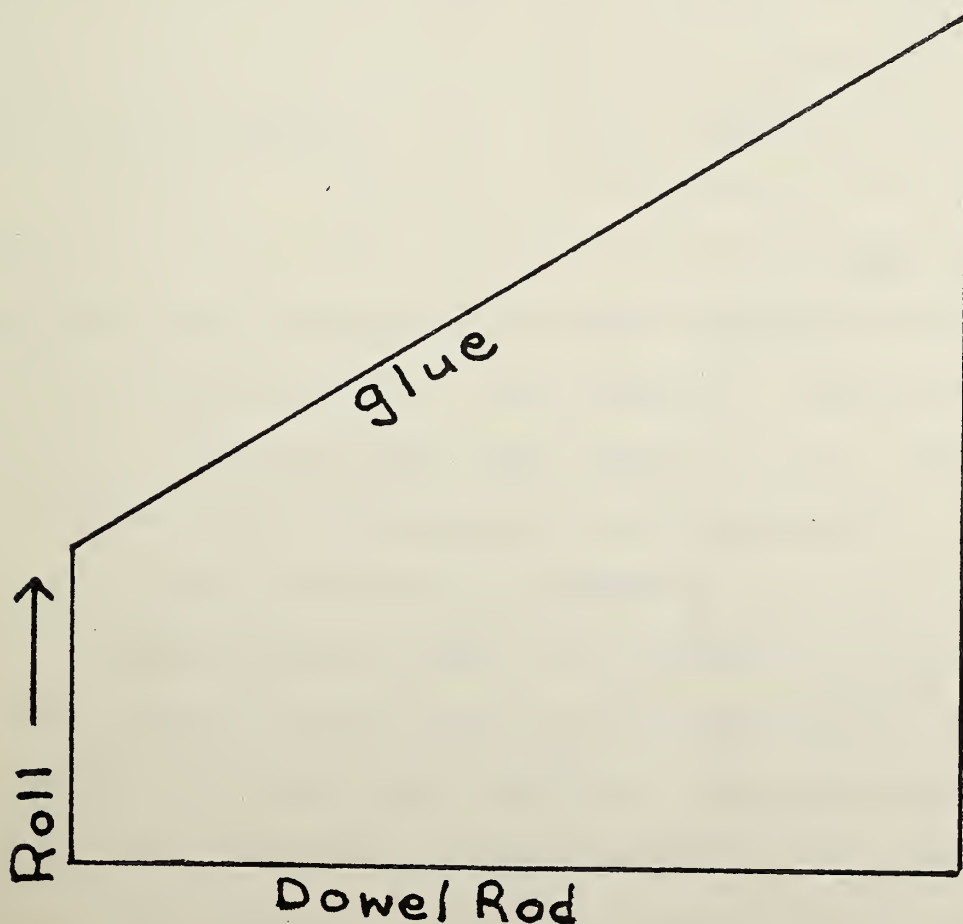
" _____ " so they say.
Goes acourting night and day.
Sword and pistol by his side,
And " _____ " to be his bride.

4.

Takes her by the lily white hand,
And leads her o'er the water,
Here's a kiss, and there's a kiss,
For Mr. _____'s daughter.

E. CARTRIDGE

Below is a pattern for a cartridge such as was used by the soldiers at the fort. To use, roll loosely around a 6/10 inch dowel rod. Twist the bottom and fill with gun powder with a musket ball on top of that. Fold the top end. Store in the cartridge box. When ready to use, simply bite off the top and pour the ball and powder into the muzzle of the gun. Samples of the cartridge are available in the ship at the fort. Plain brown wrapping paper, sand, a round stone and imagination make acceptable substitutes for the original.



F..GAMES

The games below were typical of those played in the fort by the children who lived there.

FOX AND GEESE (This was played by the soldiers at the fort as well as by the children.)

Equipment: Checker board

Four checkers of one color

One checker of another color

Object: Four checkers to trap the one, or the one to get to the other side of the board.

Play: All checkers must move on black squares. The single checker can move forward or backward. The four checkers may move only forward. (It sounds easy, but it's not.)

BUTTON, BUTTON

The children sit in a circle with their hands closed, fingers up. One of the children takes the button and goes around the circle with it, tapping the closed fists of the players and pretending to insert the button. While going around the circle, he says: "Button, button, who's got the button?" After he has gone around the circle, each child has to guess who he gave the button to. The one who guesses correctly takes the place of the leader.

WITCH IN THE JAR

One of the children is chosen to be the witch. All of the others select a tree or a post for their home.

The witch then draws as many circles as there are players. These are her "jars". The children run out of their homes and taunt the witch. Whenever she can catch one of them, she puts him in one of her jars.

No player may escape from a jar unless touched by another free player, and once freed, he cannot be caught until he first reaches home and ventures out again. The last one caught becomes the witch for the next game.

THREAD THE NEEDLE

A group of children join hands forming a straight line. The players at each end of the line have the following conversation:

"How many miles to Babylon?"

"Threescore and ten,"

"Can I get there by candlelight?"

"Yes and back again".

"Then open the gates without more ado and let the King and his men pass through."

The child and the one next to him at the end of the line opposite the speaker form an arch

while the whole line follows, still holding hands. This should be done without breaking hands. When everybody has passed through, different players are at the ends of the line, and the dialogue is repeated.

HIDE THE THIMBLE

All of the children are sent out of the room except the one who is hiding the thimble. He places it where it is not easily seen, but is visible when attention is called to it. As each child discovers the thimble, he calls out "Rorum, torum, corum," and takes a seat. A seeker may be assisted by the others who call out, "you're freezing," you are cold," or "you're burning up," according to how close to the thimble he is. The one who finds it last has to hide it next.

CALL BALL

The first player throws a ball against the wall, calling out the name of another player who must catch the ball on the rebound. If he succeeds, he throws the ball next. If he fails, the first player throws again, calling another game.

QUESTIONS

This section has been prepared to be used during the visit to the Fort. Children learn more and are more attentive during their visit if they are directed through the use of questions to be answered while there. These are categorized according to the progress through the Fort.

GARDEN

1. List as many as possible of the plants you recognize in the garden found before entering the Fort.
2. Are there any plants which are not edible? If so, what?

FORT MUSEUM

Note: Both rooms and cases are numbered in these questions for the convenience of the teacher and students. Only one question has been chosen per case. It requires about an hour and a half for children to find the answers to all these questions. You may want to adapt this phase of the trip to a shorter time. If so, you may want to be selective in the cases you choose for questioning.

Entrance Room 1

THE AGE OF ICE

1. Name three animals living soon after the glacier and still found today living in the far north. To what animal does the large tooth belong?

PEOPLE OF THE LAND

2. Draw a picture below of a hide scraper.

RAIDERS FROM THE EAST

3. What tribe of Indians drove the Miamis from their homeland?

KEKIONGA - THE BLACKBERRY PATCH

4. What marks do Miami tribesmen have all over their bodies?

THE STAGE IS SET

5. In the 1700's the Miami tribe moved back to Kekionga from where?

Entrance Room 2

WATER HIGHWAYS IN THE WILDERNESS

6. What is a portage?

BLACK ROBES AND BEARDED FACES

7. From what country were the first traders and priests in this area?

THE FUR TRADE

8. For what do you think the fire and steel piece is?

FORTS IN THE WILDERNESS

9. What are the names of the two French forts in Fort Wayne?

Upstairs Room 1

A CONFLICT IN TRADE

10. What is a Sabot?

POST MIAMI

11. On which river was the new fort built?

PICKAWILLANY 1748

12. Why did some Miamis move to this British Trading Post?

OLD BRITAIN

13. What did the French do to Old Britain, the leader of the Miamis who came to Pickawillany?

THE CONFLICT RESOLVED

14. In what year was the engraved powder horn carved?

THE NEW MASTERS

15. What did the Indians demand in exchange for their furs?

THE WAR BELTS

16. What other symbol besides Belts of Wampum were a sign of war?

1763 - THE BLOODY SUMMER

17. What happened to Lt. Holmes of Post Miami on May 27th?

Upstairs Room 2

TO PACIFY THE INDIANS

18. Who was the new British commander?

THE AMERICAN INVASION

19.. Who led the American attack on Kaskaskia on July 4, 1778?

THE BRITISH DEFEAT

20. What do you think the gorget might have been used for? (Refer to the wall painting)

LITTLE TURTLE WARRIOR

21. What French officer did Little Turtle kill in 1752 on the Aboite Creek?

THE RESTLESS GIANT

22. In the newspaper item in big print, tell what the settlers were going to do to stop the Indians from stealing grain.

Upstairs Room 3

LITTLE TURTLE VICTORIOUS

23. How many men were killed on the Wabash River from General Arthur St. Clair's expedition?

24. Who was the commander of the United States Army in 1792?

"MAD ANTHONY" WAYNE

25. What disease did Wayne suffer from chronically?

VICTORY ON THE MAUMEE

26. Name four forts built on the way to Fallen Timbers near Fort Deposit.

THE OHIO COUNTRY

27. How many states were eventually to be made out of the Northwest Territory?

BATTLE AT THE FORKS

28. Major Wyllys' crossing the Maumee lost how many men to Little Turtle?

Upstairs Room 4

THE LONG WINTER

29. What did the Indians get at the Treaty of Greenville for giving up southern and eastern Ohio?

THE FIRST FORT WAYNE

30. How many blockhouses were in the first fort?

SALT BEEF AND 25 LASHES

31. What four foods made up most meals eaten by the soldiers?

POLITICS AND TRADE

32. What is a "factory" in 1816?

A PROBLEM OF SUPPLY

33. Why was food and pay so scarce to soldiers at the fort?

THE FORT IS REBUILT

34. How many blockhouses were in the new 1800 fort?

TO CIVILIZE THE SAVAGES

35. What did Little Turtle want his people to do to become better people?

Downstairs Room 1

THE QUIET BEFORE THE STORM

36. Who fought at the Battle of Tippecanoe?

LITTLE TURTLE - STATESMAN

37. Out of what were cups and spoons made in those days?

THE STORM

38.. What was the nickname for the British musket?

THE SIEGE

39. Why was Captain James Rhea a poor commander of Fort Wayne in the 1812 siege by Indians?

THE GUNS FALL SILENT

40. Who defeated the British on Lake Erie in 1813?

Downstairs Room 2

A FAMILY OF DISTINCTION

41. What did Major Whistler's grandson do that made him famous?

WHISTLER BUILDS A FORT

42. Why did roofs slope toward the parade ground on all the buildings?

THE INDIAN AGENCY

43. What were the Indian Agents?

LIFE AT THE FORT

44. Why was it better to be a soldier at Fort Wayne after 1817 than before that time?

THE END OF AN ERA

45. Why was it necessary to tear the fort down in the 1800's?

THE RECONSTRUCTION OF FORT WAYNE

46. When was the groundbreaking for the new fort you are in today?

JUNIOR OFFICERS QUARTERS

1. How many meals a day were served at the fort and what were they?
 2. Who was second in command at the fort?
 3. How many enlisted men slept in each of the plank bottomed beds?
 4. In what type of bed did Lt. Curtis and his wife sleep?
-
-

BLOCKHOUSE

1. What is the purpose of the opening in the top of the roof?
2. What type of cannon is used at the fort?

3. What is the range and accuracy of the largest cannon?
 4. Why are the palisade fences angled out from the fort wall?
 5. Why are the cannons painted blue?
-
-

COMMANDING OFFICER'S QUARTERS

1. How many people live in this building?
 2. What is a trundle bed?
 3. What is a reflector oven?
 4. What conveniences does Major Whistler's daughter, Harriet, have in her kitchen?
-
-

HOSPITAL-MESS HALL

1. Why was all bread eaten at the fort either stale or toasted?
 2. Do the people at the fort raise any animals?
 3. What meats were served at the fort?
 4. Describe the beds in the hospital?
 5. Is there a doctor at the fort?
 6. How is soap made for the fort?
-
-

POWDER MAGAZINE

1. Why is this building built with very thick walls and a roof covered with grass?

QUESTIONS FOR SOLDIERS

1. Describe the uniforms.' What material are they?
2. What clothing supplies are issued to soldiers each year for summer and winter?
3. Can the soldiers read and write?
4. What do they do for entertainment?
5. What is the range and accuracy of the musket?
6. How many people usually live at the fort?
7. How often and in what way do the people wash their clothes?
8. What are the illnesses of ague, gout, pleurisy and dropsy?
9. There are 18 states in the summer of 1816, but only 15 stars in the flag. Why?
10. Why don't most soldiers here get to vote in elections?
11. What are the three closest towns to Fort Wayne?
12. What is a Drunkard's Beard?

13. How much are enlisted men and officers paid per month?
14. What is an Indian wampum?
15. From what is the mortar between the oak logs made?
16. How can one tell by uniform the major, corporal, sargeant, and private?
- 17.. How tall is the flagpole, and where was it cut?
18. Observe the nails used in the fort.
How do they differ from those used today?
19. What happened to a soldier who was court-martialed? What kinds of actions could lead to such action?
20. How large is a gill of whisky that the soldiers are given each day?
21. What are "fatigues"?
22. From where does the fort get its supplies?

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